



1 Advertisement

Post Title: Research Software Engineer

School/department: School of Engineering and Informatics/Department of Informatics

Hours: Full or part time hours considered up to a maximum of 1.0 FTE

Requests for flexible working options will be considered (subject to business need).

Location: Brighton, United Kingdom

Contract: fixed term for two years

Reference: 10271

Salary: starting at £35,333 to £42,155 per annum, pro rata if part time

Placed on: 17 January 2023

Closing date: 27 February 2023. Applications must be received by midnight of the closing date.

A full time Research Software Engineer position is available in the Sussex Humanities Lab (SHL), to work on a dynamic research programme at the intersections of computational technology, society, culture and environment. You will be responsible for providing technical software engineering expertise across a broad range of interdisciplinary research projects. This will involve collaborating with researchers, supporting the use of relevant technologies and contributing software engineering skills to research projects.

Sussex Humanities Lab (SHL) research investigates the interactions between computational technology, culture, society and environment and is one of the four [Strategic Research Programmes](#) at the University of Sussex. As an interdisciplinary research programme, SHL members span the arts, humanities, engineering, informatics, social sciences, life sciences and the University library. The interdisciplinary nature of the team means you will have the opportunity to have strong creative input in a wide variety of tasks, working with pioneering academic researchers and partners. SHL research has a wide reach, from community archives to AI, media theory to conservation technology, critical heritage to intersectional feminism, digital humanities to experimental music technology and critical making.

For more information including insight into recent research projects please see:

<https://www.sussex.ac.uk/research/centres/sussex-humanities-lab/>

Situated within the SHL you will have ample opportunities to engage with and contribute to a vibrant research environment. You will be a part of a growing RSE team at the University and have opportunity to work with a variety of computing technologies (from microcontrollers to GPU clusters) and develop new skills in research computing.

Please contact James Knight, J.C.Knight@sussex.ac.uk for informal enquiries.

The University is committed to equality and valuing diversity, and applications are particularly welcomed from women and black and minority ethnic candidates, who are under-represented in academic posts in Science, Technology, Engineering, Medicine and Mathematics (STEMM) at Sussex.

Please note that this position may be subject to [ATAS clearance](#) if you require visa sponsorship.

For full details and how to apply see our [vacancies page](#)

The University of Sussex values the diversity of its staff and students and we welcome applicants from all backgrounds.

Please note: The University requires that work undertaken for the University is performed from the UK.

2. The School / Division

Please find further information regarding the school at <https://www.sussex.ac.uk/informatics/>

3. Job Description

Job Description for the post of:	Research Software Engineer (RSE)
Department:	Informatics
Section/Unit/School:	School of Engineering and Informatics
Location:	Sussex Humanities Lab (SHL)
Grade:	Research Fellow I, Grade 7
Responsible to: Knight) through to Head of School	Principal Investigator (RSE Fellow, Dr James

Responsible for:

1. Research Software Engineering

1. Collaborate with researchers to develop appropriate technical solutions to research problems and develop maintainable and well-structured software to enable this.
2. Contribute to the user support and maintenance of software projects to ensure longevity and sustainability (e.g. version control, continuous integration, generation of and maintaining documentation).
3. Assist with developing an active Research Software Engineering community at Sussex, by contributing to seminars and networking events, encouraging best practices are adopted, sharing knowledge and expertise, and by providing technical support, problem-solving, training opportunities and coaching sessions.
4. Present work and provide updates, including the effective communication of complex or technical information, at project meetings and events.
5. Provide training and support for team members and researchers to ensure effective use of relevant technologies.
6. Undertake relevant training and development activities in order to develop an awareness of own professional development needs

7. Engage with and participate in national and sector RSE networks, maintain and develop knowledge to keep abreast of the latest and most relevant technologies and developments in research software engineering best practise.
8. Collaborate with the Research Platform team in IT Services to deliver documentation, training and advice in order to support the wider research community.
9. Collaborate with the Research Platform team in IT Services to provision software and data infrastructure, including technologies for version control, continuous integration, deployment and code review.
10. As required, represent the University at relevant community events, both online and in person

2. Teaching & Student Support

1. Undertake teaching duties, if required.
2. Assist in the assessment of student knowledge and supervision of student projects if required.
3. Assist in the development of student research skills, for example as part of a postgraduate supervision team.

3. Contribution to School & University

1. Attend and contribute to relevant School and project meetings.
2. Undertake additional duties, as required by the Principal Investigator and/or Head of School.

4. Role-specific duties

1. Supporting researchers to develop proof of concept computational research methods.
2. Actively participate in research funding bids by contributing technical expertise and appropriately scoped technical plans.
3. Collaborating on the development of research dissemination materials.
4. Collaborating on impact and engagement activities.

This Job Description sets out current duties of the post that may vary from time to time without changing the general character of the post or level of responsibility entailed.

4. Person Specification

ESSENTIAL CRITERIA

1. Normally educated to doctoral level, or other equivalent qualification, or appropriate level of experience, as appropriate to the discipline (see role-specific criteria below).
2. Evidence of delivering high-quality software as part of a team, including an understanding of documentation, testing, version control and continuous integration.
3. Ability to exercise a degree of innovation and creative problem-solving.
4. Ability to prioritise and meet deadlines.
5. Ability to self-organise and service multi-client workloads
6. Excellent presentation skills, with the ability to communicate effectively, both orally and in writing, with students, colleagues and external audiences.
7. Passion for research and innovation in assessing and minimising carbon impact of computation and data storage

ESSENTIAL ROLE-SPECIFIC CRITERIA

1. Evidence of Software Engineering experience, in areas including, but not limited to: Cloud Computing, Visualization, Web Applications, Data Analytics, Artificial Intelligence.
2. Proficiency in at least one server-side (node.js etc) and one client-side (React etc) framework.
3. Enthusiasm for developing novel research software solutions.

DESIRABLE CRITERIA

1. Understanding research technical infrastructure and best practice in research data management.
2. Passion for working at intersections of technology, society, culture and environment.
3. Evidence of experience in delivering high quality research software.